

*Les  
Manley  
in:* **Search for The King**



*Les  
Manley*

**Manual for  
IBM-PC, Tandy  
and Amiga**

*Les  
Monkley  
in:* **Search for The King**

## Credits

**Designer/Writer/Director**

**Producer**

**Associate Producer**

**Storyboards**

**Animators**

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Sam Nelson

Cyndi Kirkpatrick

Justin R. Chin

Bonnie Borucki

Roseann Mitchell

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Mike Nowak

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Susan Brewer

Wami Cartwright



## More On Les

<b>Name:</b>	Lester P. (Les) Manley
<b>Age:</b>	27
<b>Hair:</b>	Thin
<b>Skin Color:</b>	Fishbelly
<b>Occupation:</b>	Video technician, lots of years, never had a promotion
<b>Employer:</b>	WILL, channel 53, New York City
<b>Education:</b>	Graduated in the top 60% of his class from Brooklyn High School (vice-president, Audio Visual Club)
<b>Favorite Foods:</b>	Microwave
<b>Favorite Movie:</b>	"The Little Mermaid"
<b>Favorite Magazines:</b>	<i>DAK</i> monthly catalogue; <i>Popular Mechanics</i>
<b>Computer:</b>	TRS-80
<b>Exercise:</b>	Drinks protein powder
<b>Automobile:</b>	None
<b>Driving Ambition:</b>	None

*Les Manley in Search for The King* is a work of fiction. Any similarities of characters in the game to persons living or dead is either coincidental, accidental, or unintended.

## Table of Contents

Pre-Game Instructions .....	1
Getting Started .....	1
How to Install, Load, Save .....	1
Installing the Game on your Hard Drive .....	1
The Setup Procedure .....	2
Loading Instructions .....	2
Saving Games .....	2
Copy Protection .....	3
How to Play .....	4
The Beginning of the Game .....	4
How to Move Les .....	4
How to Interact With "A Les Manley World" .....	5
Sound .....	6
Score .....	6
The System Menu .....	6
The Word Processor .....	7
Inventory .....	8
Some Basic Tactics .....	8
Troubleshooting Guide .....	9
Walk Through .....	10



# Pre-Game Instructions

## The README File

**Important:** Before you try to install this program, take a look at the README file on your game disk.

It probably contains a lot of techno-yammering that will mean nothing to many (if not most) of you. But it may also contain crucial information that was not available at the time this manual was printed. Failure to read this section could mean trouble installing and/or running the program. To look at the README file, type: **Type README.**

## Getting Started: Diskette Drives

Yes, you already know the following. But part of my job as a manual is to relentlessly hammer home the obvious. Say it together with me now: **Make back-up copies of your master program diskettes** (Diskette 1 should be write-enabled). Follow your computer's instructions in doing this.

**Note:** Be sure to let your disk drive light go out before swapping disks while making back up copies or during game play.

If you're playing from floppy diskettes, format a blank diskette for saving games. Keep it handy. Again, consult your computer manual for proper formatting procedures. For more on saving games, see the **Saving Games** section below.

## How to Install, Load, Save

### Installing the Game on Your Hard Drive

If you want to copy *Search for The King* from a floppy drive to your hard drive, please follow these instructions. Press **Esc** anytime during the procedure to stop it. The Setup Procedure (see the next section) follows automatically after the Installation procedure concludes.

- 1 Insert Disk 1 of *Search for The King* into a floppy drive, and at the **A>** or **B>** prompt, type **Install**. A text window will appear.
- 2 If you agree with the statement in the window, type **Y**. Copying of the game will proceed automatically, and you will be prompted from time to time to insert other game disks.
- 3 If you disagree with the statement in the window, type **N**. Another window will appear, permitting you to change the designated drive, the name of the directory, or both.
  - To change the designated drive from **C** (the default drive), type a new letter (**D**, **E**, etc.) and press **Enter**.

## Installing the Game on Your Hard Drive (continued)

- To change the name of the directory from **\King**, type **\** and a new name (i.e. **\Les**) and press **Enter**. Copying of the game proceeds automatically, and you will be prompted from time to time to insert other game disks.

**Note:** Sometime after you've installed the game onto your hard drive and answered the Setup questions, you might need to make changes in your hardware configuration. To reflect those changes in the game software, use the Setup Procedure again. The Installation procedure is only for copying the game from floppies to your hard drive.

## The Setup Procedure

The Setup program configures *Search for The King* to run on your hardware. Setup must be run the first time you play the game, during each installation and after any hardware changes. Here's how to do it:

- 1 Insert Disk 1 into the drive, if playing from diskette. If playing from hard drive, type **cd\king**
- 2 At the drive prompt, type **setup**. (For example: **A> setup**.)
- 3 The Setup program will ask you to make a series of choices regarding the following:
  - Video mode
  - Input device (keyboard/mouse)
  - Disk type
  - Audio type
- 4 Once you've made all your choices, the Setup program will ask you to confirm them, then return you to the drive prompt for loading.

## Loading Instructions

After you complete the Setup procedure, you're ready to load the game. Here's how:

### From Diskettes

- 1 Place Disk 1 in your disk drive.
- 2 Type **king** and press **Enter**.

### From Hard Disk

- 1 From your root directory, type: **cd\king** and press **Enter**.
- 2 Type **king** and press **Enter**.

## Saving Games

### To Diskettes

You need a separate formatted diskette. Each can hold a limited number of saved games, so it's not a bad idea to have more than one around for storage. **Note:** If playing *Search for The King* on hard drive, you **CANNOT** save games onto a floppy diskette. And vice-versa: If playing from floppies, you cannot save games to the hard drive.



- 1 Type **save**. (You could also press **Esc**, which takes you to the System Menu, then highlight **FILE** and press **Enter**, which takes you to the File Menu; highlight **Save** and press **Enter** again — but why?) The program will ask you to insert your separate Save Game disk. Do so, then press **Enter**.
- 2 A Save Game screen appears, with a directory that can hold up to 10 saved games. (Additional games may be saved in another directory)
- 3 Decide on a simple English phrase to name your saved location, then type it into the directory. For example, if Les is standing in the boss's office, call your saved game "IN BOSS OFFICE" or something equally clever.
- 4 Press **Enter**. The current game is saved.

## To Hard Disk

Same process as saving to diskette (see just above), except the program will automatically try to save to the game's own directory. If you run out of space for saving games, you can save to a new drive and/or directory.

## To Another Drive/Directory (Floppy or Hard Disk)

If you want to save the game to another drive and/or directory, use **TAB** to highlight the **DIR** button on the Save Game screen, then press **Enter**. A window appears that lists the current drive and directory (e.g., **C:\king**). Use delete keys to delete whatever you want to replace, then type in your new drive and/or directory like this:

(new drive): \ (new directory name)

## Quick Save/Load

The game also has a unique timesaving feature which lets you avoid menu screens and gives you a kind of "running save track." If you're facing any situation that appears risky:

- 1 Simply hit **F5**. This automatically saves the current game to your current (default) drive and directory.
  - **Caution:** Make sure you don't accidentally hit **F5** because you will override the last "quick save" with a new one. Only one game at a time can be saved with this "quick save" feature.
- 2 To retrieve that game, just press **F7**.

## Copy Protection

At some point in the game, a series of special windows will pop up on the screen. This is the copy protection. For instructions on how to pass these windows, consult the Parts Catalog sheet enclosed in the package.

## How to Play

### A Note About Your Relationship with the Game

The basic premise of *Search for The King* is this: **Les Manley is the central character.** You direct Les to do and say things. When the game responds, it is responding to Les. Information comes to you *through Les* — his eyes, ears, etc. If you want to know where you are, or find a particular object, you have to tell Les to look around, check things out, etc.

Movement from scene to scene is usually accomplished by *physically moving Les* (see **How to Move Les** section). There are a few occasions where you'll need to type "exit" or "leave" to move to another screen. This will be necessary in scenes where Les himself does not appear.

## The Beginning of the Game

The first thing you'll see is the opening, an animation sequence that introduces Les Manley and sets up the storyline of *Search for The King*. If you've seen it before and don't want to see it again, press **Enter**. You'll get a chance to jump to the title/credit screen, which is followed by the first "interactive" screen — Les Manley's office, the "Hole-In-The-Wall."

### How to Move Les

#### Using the Keyboard

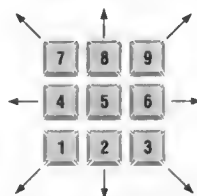
You can move Les around the screen with the **arrow keys** or the **numeric keypad** (with NUM LOCK off). Simply hit (that is, press *once*) the arrow that corresponds to the direction you want Les to walk. To halt Les, press the arrow you used last.

**Note:** Do not hold down the directional arrow key. This will make Les start and stop continuously, resulting in low self-esteem and very slow progress.

#### Arrow Keys



#### Numeric Keypad



#### Using the Mouse

Start movement by clicking the **left mouse button** on the spot where you want Les to move. You can also "guide" Les around the screen by holding down the **left mouse button** and dragging the cursor arrow around the screen. Les will follow the arrow.





## Speed Control

Sometimes you want Les to move fast. Other times you want him to move more precisely, so it's useful to slow him down. To speed Les up, hit the **+** key. To slow him down, use the **-** key. To return him to his normal saunter, press **=**. Mouse users can go to the **Speed Menu** (see **The System Menu** section) to adjust the animation speed.

## How to Interact with “A Les Manley World”

### Type in Simple Commands

Most will be quite basic, consisting of a verb and a direct object (e.g., “look at the boss” or “look boss”). Follow all typed commands by pressing the **Enter** key.

### “Talk” to People

Les can also engage in dialogue with the characters he meets. The conversational directive can be general (“talk to man”) or very specific (“ask boss about contest” or “Mr. Burnbaum, tell me about the contest”).

#### Some Verbs

ask about (ab)	look (l)	sing
ask for	look at	sit
climb	look in	score
close	look under	stand
dance	open (o)	take (t)
drop	pull	taste
jump	push	touch
listen	put	unlock
read	awaken	examine
give	tell me about	talk to

### Text Feedback

Every time you enter a command, a window with a text reply will appear. Read the reply, then either (1) press **Enter** to remove the window and resume play, or (2) type in further commands. **Note:** Keep in mind that some text replies continue for more than one window.

### Draw a Map

Make sure it includes each place you visit, and marks dangerous situations, object locations, and other landmarks along the way.

For more specific gameplay advice, see **Some Basic Tips** section.

## Sound

Toggle the game's sound on/off by pressing **Ctrl-S**.

## Score

When you complete the game (you'll know when that is), type **score** to see your final point total.

## The System Menu

**Note:** In *all* menus, keyboard users should use **arrow keys** or **TAB** key to highlight the item you want in the menu, then press **Enter** to select the highlighted item. Press **Esc** to return to game without choosing an option. Mouse users simply point the on-screen arrow at desired option, then click the **left mouse button**.

Press **Esc** to bring up the System Menu. (If using a mouse, just click on the **top menu bar**.) The menu presents the following five (5) options:

- 1 **File.** This takes you to the File Menu, where you're presented with the following options:
  - **Restart.** Lets you restart the game.
  - **Save.** Takes you to a directory which can list up to 10 saved games. For directions on how to save your current game, see **Saving Games** section.
  - **Load.** Takes you to the Load Game Menu, where you can load a previously saved game. Use the **arrow keys** to highlight the game you want to load. Use the **TAB** key to flip through the three options listed on the right:
    - LOAD* to load the highlighted game
    - CANCEL* to cancel the transaction
    - DIR* to look for saved games in other directories
  - **Quit.** Takes you out of game.
  - **Cancel.** Takes you out of the menu and back into the game.
- 2 **Sound.** Lets you toggle the sound on/off. (You can also do this by pressing **Ctrl-S**.)
- 3 **Speed.** Brings up Speed Control window, where you can adjust the speed of the game's animation.
- 4 **Help.** Takes you to a Help Screen that offers some basic tips for menu use.
- 5 **Cancel.** Takes you out of the menu and back into the game.



# The Word Processor

## To Enter a Command

Simply type away — the text will appear in a window at the bottom of the screen — then press **Enter**.

## To Repeat Any of Your Previous Four (4) Commands

Press the **spacebar**. The most recent typed command will appear. Use the **up/down arrow** keys to toggle through the four most recent commands. When you have the one you want, press **Enter** again.

## Other Word Processor Features



Moves cursor one character at a time



Moves cursor to end of text line



Moves cursor to beginning of text line



Moves cursor to beginning of next/previous word in a line of text (movement corresponds to direction of arrow)



Delete word



Delete line



Cancel typed command line



Cycles through previous 4 commands

## Common Commands Short Cuts



Repeat previous command



Quick save



Quick load



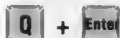
Brings up System Menu



Highlights menu items



Inventory



Quit game



Toggle sound on/off



Increase animation speed



Decrease animation speed



Normal animation speed

## Abbreviations

<b>L</b>	Look
<b>O</b>	Open
<b>T</b>	Take
<b>I</b>	Inventory
<b>A</b> <b>B</b>	Ask about
<b>Q</b>	Quit

## Inventory

To see a complete list of what you are carrying, type **Inventory** (or just **I**), then press **Enter**.

## Some Basic Tactics

- 1 **After you enter** a new room/screen, type **look**. You'll get a general description of the area. Read carefully. Clues here may guide you to something more specific in the scene.
- 2 **Be a voyeur.** Look at *everything*. Some objects are vital. Others are barely worth the pixels they're drawn with.
- 3 **Notice an occasional difference between "look at," "look on" and "look in."** Generally, the game treats them as the same. There will be times, however, when each will elicit a different response. The difference can be critical.
- 4 **Take everything that's not bolted down.** "Taking" may not always work, but it's fun to try — and Les needs a wide variety of things to complete his search.
- 5 **Do stuff to things and people.** Check out the list of partial verbs for some interesting actions.
- 6 **Meticulously "explore" (i.e., physically move Les around) each area.** Exits are sometimes not obvious. Or they may be difficult for Les to negotiate, particularly at high game speeds. Also, a command that won't work in one place may work in another.
- 7 **When in doubt, MOVE ON!** If you get stuck, plunge ahead into new territory. Fresh inspiration lurks around every corner.
- 8 **Save your game a lot. Frequently. Really, really often, in fact.** Trust us. If you're playing with floppy disks, have a blank, formatted disk ready for saving locations.



## Troubleshooting Guide

If you have any questions about *Les Manley in Search for The King* and you can't find the answers in the manual, our Customer Support folks can help. You can call us at 408-296-8400 between 9 a.m. and 5 p.m. Pacific Time, or write to Accolade Customer Support, 550 S. Winchester Blvd., San Jose, CA 95128, or leave a message for us on Compuserve (type GO GAMEPUB and leave a message for Accolade 76004, 2132).

**Please be sitting in front of your computer when you call, and have the following information handy:** your computer's brand and model (XT, AT, PS/2, etc.), the amount of memory (RAM), what peripherals are attached, the type of graphics card and monitor, what disk size you use (5 1/4", 3 1/2"), the contents of your CONFIG.SYS and AUTOEXEC.BAT files.

Please read the following section before calling us, as it might solve any problems you may have.

### If Your Game Doesn't Load Properly

First, please re-read the manual and try the instructions again step by step. One misstep can blow the whole thing. If it still doesn't load, check your **Autoexec.bat** file for memory resident utility programs (menu programs such as *I Dir+* and *PC Shell*; utilities such as *Sidekick* and *PCTools*; disk caching programs such as *PC Cache* and *Lightning*) and remove them. Our games are greedy and don't like to share memory with these products.

Also: check your **Config.sys** file for device drivers which could cause problems — such as an expanded memory driver for RAM disks.

To find these DOS files, type **CD C:\** at the **C>** prompt. Then type either **TYPE AUTOEXEC.BAT** or **TYPE CONFIG.SYS** — if the files are there, the info will scroll onto the screen. If you suspect that a program listed there is causing problems, try one of these solutions:

- Reboot your system with a "clean" DOS disk from the **A>** prompt. A clean DOS disk is a disk bootable with no **Autoexec.bat** or **Config.sys** files (see your DOS manual for details). Then proceed with normal game instructions.
- Temporarily rename these two files (refer to your DOS manual for specifics), and reboot your system.

### If You Get Garbled Graphics (or none at all)

If you load the program and nothing appears on your screen (or what does appear, seems garbled), you may not have specified the proper graphics type for your system.

- Check your hardware manual to make sure your computer can run this game.
- Re-read the **Getting Started** section (especially the Setup Procedure), and make sure you've specified the correct graphics option for your computer.

## If You Have One of the Supported Sound Boards, but Get No Sound

The game supports AdLib, CMS, MIDI and Tandy sound devices. If you have one of these but get no sound from it:

- Make sure you've selected the correct audio type in the Setup Procedure.
- Check to make sure the sound board is properly seated in its slot.

## If You Have a Mouse Connected, but it Doesn't Work with this Game

- Make sure you selected the mouse/keyboard option from the Select Input Device portion of the Setup Procedure.
- Make sure its driver (mouse software) has been loaded before starting our program.
- Double-check to make sure it's plugged into your computer.

## If You Get Some Strange Technical Messages on Your Screen:

- Type **Type README** from the location of the game on the computer. If you're technically minded, you may find your answer here. If the answers are more confusing than the questions, give our technical support group a call.

### **WARNING:**

The following blatant give-away is FOR BEGINNERS ONLY. If you're a graphic adventure veteran, and personal integrity is important to you, read no further.

## Walk Through

**Note:** Some of the following command letters/words are capitalized. This is to illustrate how commands or sentences may be abbreviated (i.e. type L MAN for Look MAN or L DOOR for Look at the DOOR). You can use any combination of upper and lower case letters you want.

Install, set-up and load the game. Then watch the opening animation sequence.

**First thing you might try to do is:**

>Look at the ROOM

**As the boss's secretary walks by, you might**

>Look at STELLA



**Or you could try to**

>Talk to STELLA

**When she leaves, how about trying to**

>Look at the DESK

**You could also**

>Look UNDER IT

>Look ON IT

>Look IN IT

**How About**

>Look at the PHONE

**And then**

>TAKE

If you forgot to tell Les what to take, just type PHONE. There's no need to retype the entire command. (Pretty neat, huh?)

**Now walk Les out of his office into the hall. Then try**

>Look at the DOOR

>READ SIGN

>Open DOOR, unfortunately, might not get you too far. Continue down the hallway to the right until you get to the Boss's Office.

**If you didn't know it was Les' boss, you could type**

>Look at the MAN

**Say ... what's that on his desk? Try:**

>Look ON DESK followed by

>Look at KEYS

**Aha! That must be what you've been looking for. Go ahead and**

>Take the KEYS

**Now you can go back and unlock that door! Right?**



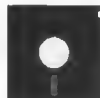
## ACCOLADE CUSTOMER SERVICE: (408) 296-8400

If you need help with this — or any other — Accolade product, please give us a call between the hours of 8am and 5pm (Pacific Standard Time). Be sure you are at your computer when you call. We'll do everything we can to solve your problem or answer your question. Or write to us at:

### Accolade

Attn: Customer Service  
550 S. Winchester Blvd., Suite 200  
San Jose, CA 95128

If you have a modem, you can call and log-on to Accolade's Bulletin Board for instant hints and other information. You can also leave questions about any Accolade game; they'll be answered by Accolade's technical support representatives. The number is 408-296-8800. Our settings are 300, 1200, 2400 baud; 8 Data; No Parity; 1 Stop Bit.



## DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure. So feel free to make a back up of the game. See your computer manual for details about saving disks. If you lose the off-disk copy protection scheme, please send us \$15 and we'll send you a new one. If it's destroyed, send us the remains, and we'll give you a replacement.



## YOUR DISK CARRIES A 90-DAY WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

After the 90-day period, defective media may be replaced in the United States for \$10 (plus 7.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the disk, not other materials.)



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